Session Descriptions
(DRAFT – last updated Friday, April 27th, 2018)

Introduction and Intermediate Skills with Art Studio (iOS)
Rowan Morris – student Charlotte Elementary School

Rowan will teach students to use layers, incorporate photographs in sketch drawings, use quick coloring and make use of and invent tools in Art Studio. Students will produce a piece of digital art. Students should have Art Studio on their iPads.

Code Your Message to the World (iOS & MacBook)
Melinda Larrabee and students from Troy Howard Middle School

Utilizing the Google CS First coding lessons to learn the basic language of computer coding, students apply these skills to research cyber-bullying and create a public service announcement in Scratch. Students incorporate sound, movement, and researched information to tell a compelling story about combating cyber-bullying. In our session, we'd like to share student created PSAs, student experiences with the project, and then dive into a condensed coding session where students will assist participants in creating a message in Scratch.

Making Music with Roli Blocks (?)
Jack Patterson - student at James F. Doughty School

Roli Blocks offer modular 5D touch technology - they open the door to a new field of music making. In this session we will model a short session of music production using Roli Blocks and explain the purpose of the Noise app. And because publication is so valuable, we'll learn about the "how" and "why" of participation in the online community at Noise.fm

Programming Robots Using Your MLTI Device (all devices)
Ben Goff and Tom Bickford – Maine Robotics

Yes, you can program LEGO robots on your MLTI tablet! Students and teacher participants will be introduced to programming LEGO EV3 robots using their iPad or Windows Tablets. Try out simple programming skills as well as learning about loops and conditional statements as you program your robot to move around the room! (NOTE: Please bring your tablet to the session, and download the LEGO MindStorms EV3 Programmer to your device. iOS: https://goo.gl/FHyHJU - macOS or Windows: http://goo.gl/zxTsCm). Maine Robotics will also have some Windows PC computers to program with if you don't have a device with you.

Library community podcasts - let your voice be heard (?)
Jennifer Bishop and students from Saco Middle School

Create your own Virtual World (all devices)
Kern Kelly and students from RSU 19

Augmented and Virtual Reality can be an immersive experience. Learn how to create and customize your own virtual world.

3D Printing (all devices)
Keith Kelly and students from Sebasticook Valley Middle School

3D Printers are arriving in schools across Maine, and students are doing some amazing work with them! In this session we'll take participants through the process from idea to object. Step 1 - Think it. Step 2 - Make a digital model. Step 3 - 3D print it! Come learn how to create objects in a virtual world to print them in the real one.

Your World in VR (iPads / iPhones & Android Smartphones)
Jon Graham - Carrie Ricker School

Many of us have experienced VR (Virtual Reality) and know how amazing it can be. This session isn't about experiencing it, it's about creating it! If you have a smartphone, then you can start capturing your real world and sharing it with others. Google's Cardboard Camera gives users a way to collect the sights and sounds around them and turn it into a VR experience to share with others. Traveling somewhere this summer? Having adventures in your backyard? Don't just share photos or videos... share experiences! This session will focus on iOS (iPad / iPhone), but Android phone users are welcome!
Software used: Google's "Cardboard Camera" app (on your iPad or Smartphone)

Animation with Keynote (iPad and MacBook)
AJ Parks - Apple Inc.

Imagine the possibilities…animated emojis, a bouncing ball, or a character walking across your screen. In this session you will discover how to use Keynote's animations, transitions, builds, and effects to bring your presentation alive. Please make sure you have the latest version of Keynote installed on your MLTI device.

Did You Know You Can Create Art with Pages? (iPad or MacBook)
Ann Marie Quirion Hutton - Apple Inc.

Yes, Pages, Apple's program that is used most often as a word processor has awesome built in tools to create professional graphics and art. Join this session with your Apple MLTI iPad or MacBook Air with the latest version of Pages installed and quickly learn how to create using professional tools. These same tools can be found in the rest of Apple's iWork suite of tools too.(Keynote and Numbers). Creating artistic graphics is a great way to share information in a concise and visually pleasing way. A good graphic can tell a story, deliver important

information and even demonstrate learning; best of all graphics are fun to make. Designing graphics also requires higher order thinking skills like analyzing, evaluating and creating. Graphics are a great way to clearly communicate and organize information. Join this hands on session with your Apple MLTI device and the latest version of Pages installed to begin creating today.

Jamming with GarageBand: Music creation for Everyone! (iPad or MacBook)
Cristina Popescu - Apple Inc.

Walk away learning to make original music to show your creativity. Create music using loops and instruments. We'll explore ways to use our music with movie making and animations. Prerequisites: must love music, dancing is optional. Earbuds are a must! Please have the latest versions of GarageBand, iMovie and Keynote installed on your Apple MLTI device.

May the Force of Coding Be With You (iPad)
Cyndy Everest - Apple Inc.

Can you code Sphero to BREAKOUT of this galaxy to a galaxy far far away? In teams of 3 you will be asked to solve a series of challenges to block code Sphero and help R2D2 save his friends. This session is limited to 24 students max per session. Bring your updated Apple MLTI iPad with the free Sphero Edu app installed to join this mission.

Photographic Magic with iOS (iPad)
Jim Harmon - Apple Inc.

Are you jealous of people who take great photos and video with their iPhone or iPad? Work with a degreed photographer who will share best practices for iOS imaging that will wow your viewers and help you better tell the stories that matter to you. We'll spend some time going on a photowalk and then we'll have fun editing and sharing our images and video.

The MacBook Genius Challenge: Do YOU have what it takes? (MacBook)
Kasey Powers - Apple Inc.

Do you have what it takes to become a MacBook Genius? Do you love a good challenge? Bring your friends and discover what the MacBook Genius Challenge is all about!

Virtual Reality for Maine (MacBook)
Lindsey Carnes - Apple Inc.

Unicorns, dragons, dinosaurs, witches, vampires, humanoids, whales, and more… engineer 3D landscapes and build in objects when you enter the world of Virtual Reality where any idea can become a real life simulation. Build VR spaces on your MacBook to view on VR headsets. Integrate code (Blockly or Javascript) to make your objects move. Then place a VR headset on and watch your world come to life. Bring your skills back to school or into your community to create virtual museums, 3D storytelling, novel scenes, physics models, community tours, and much more.

Clipping together CLIPS (iPad)
Mauri Dufour - Apple Inc.

You are unique, share your talents through telling your story with images, voice and text. During this session you will gain an understanding of how to use the Clips app and have a product showcasing your talents!

The App Design Cycle (MacBook)
Nelson Taylor - Apple Inc.

Brainstorm, plan, prototype and evaluate! Practice the basics of App Development with Swift using non-linear Keynotes that will transfer into your own app design in Xcode. Also understand the difference between Points and Pixels when it comes to graphic design and create your own pixel art in Xcode Playgrounds. Learners should have the latest version of Xcode installed on your MLTI MacBook Air to fully participate.

Digital mini GOLF (iPad or MacBook)
Ryan Wiggins   - Apple Inc.

Bring your friends!!! Come play mini golf, laugh, and learn how to design your own silly mini golf course.

Look to your future: What is the pathway to becoming an Apple Engineer? (iPad or MacBook)
Curtis Armstrong, Jon Carr, Tim Brennan, Jake Cebula, Ken Johnson, Andrew Berger, Bret King - Apple Inc.

Would you like to see yourself working at Apple someday? In this session you'll have a chance to hear from current Apple team members about how they "...got to where they are." Sure, there are courses and schools involved, but there are also some pieces you may not have thought about. Come learn how you can begin designing a pathway to your future today!

From Mac to iPad to Apple Watch: Shape Up and Get Healthy! (iPad or MacBook)
Michelle Lilienthal, Wayne Treadwell   - Apple Inc.

Spend an hour with a four-time Olympic Marathon Trials qualifier and health geek who are passionate about health and wellness and who work and live with Apple products every day. We'll show you how you can use tools you already have to get started, to maximize your health, and to improve in your sport or general fitness. This session will help you on your personal wellness and fitness journey using all the best tools modern technology has to offer.

Unlocking your Auditory Alchemy (iPad)
Clif Hirtle - Apple Inc.

You always knew your iPad was great for music and media, but what if it could turn you into an instant DJ, even if you have never touched a mix board before? Or how about an anytime collaborative rock band with friends, even if your experience in that area is limited to playing Rockband? Come out, make some noise, and learn how GarageBand on your iPad will unleash the auditory alchemist in you.

Dance Off (iPad or MacBook)
Matt Brooks - Apple Inc.

In this session you will be bringing your GarageBand music to life and programming a dance routine using Swift Playgrounds on an iPad device. Shake, shake, shake and dab your way to success!

The Band in Your Backpack: Using drum pads, keyboards and other accessories with GarageBand to transform your recordings (and you) into a full band! (iPad or MacBook)
David McKee - Apple Inc.

Join me, an Apple employee and former full-time musician (and life-long hobby musician) as I demonstrates numerous drum pads, keyboards and other MIDI devices and how to best use them with GarageBand for the Mac and iPad. You'll be surprised how you can use even the oldest of vintage keyboards (and other devices you may have access to) to pump up your musical masterpieces! (Prerequisites: A Mac or iPad with the latest version of GarageBand installed, your favorite note-taking app, earbuds, the desire to make your recordings sound amazing!)

Loopify your Keynote (MacBook)
Tim McNulty - Apple Inc.

Want to learn how to make your Keynote presentation have a bit more pizzazz? How about composing your own music using Loops in GarageBand and importing your creation onto your slides. If this sounds like fun, come join me, an Apple employee and avid musician, in exploring how to make loops using GarageBand on your Mac. (Prerequisites: Mac Book running latest version of GarageBand (10.2.0), Keynote, ear buds, willingness to learn, explore and have fun.)

Exploring Augmented Reality (AR) (All)
Dan Delvecchio - Apple Inc.

Is Pokemon Go the extent of your Augmented Reality experience? Have you considered trying to create your own AR experience? This session is about exploring where AR is being used today in work, school, home. We'll use iPads to explore some current applications and take a peak into some Apple developer Xcode examples of AR. Come and explore… see how engineers are using AR. We'll dissect an AR frog and more - and we'll have fun!

Marshmallow Puff Tubes, Data, and iPad! (iPad)
Julie Willcott - Adjunct Faculty, Kennebec Valley Community College

Go SCIENCE! Real Science! You can use tools you already have on your iPad to get accurate information and have fun while doing it. In this session you'll learn how to do all this as we build marshmallow puff tubes, fire them up, take measurements, and report out the results.

ZED - An Insider's View of Digital Game Development From Concept to Release (iPad or MacBook)
Chuck Carter - Eagre Games

Do you enjoy gaming? If so, then you probably have your favorites, right? But do you have any idea what it takes to create a game? In this session you'll be given the rare opportunity to go behind the scenes with a veteran of the game industry (think: Myst & Guitar Hero) to learn what goes into the development of a game. You'll get to see just how a game goes from a twinkling of an idea to an engaging activity enjoyed around the world. You'll learn about the many roles involved in the process, from writers to artists to programmers to marketing and promotion, and more! Who knows - you may spot a role for yourself in the development of the next big thing!

TBD (iPad and MacBook)
The Ballroom Thieves

TBD

TBD (iPad and MacBook)
Mane Youth Rock Orchestra

TBD